20 YEARS!
1987-2007
C!N
1034
The Lone Ranger

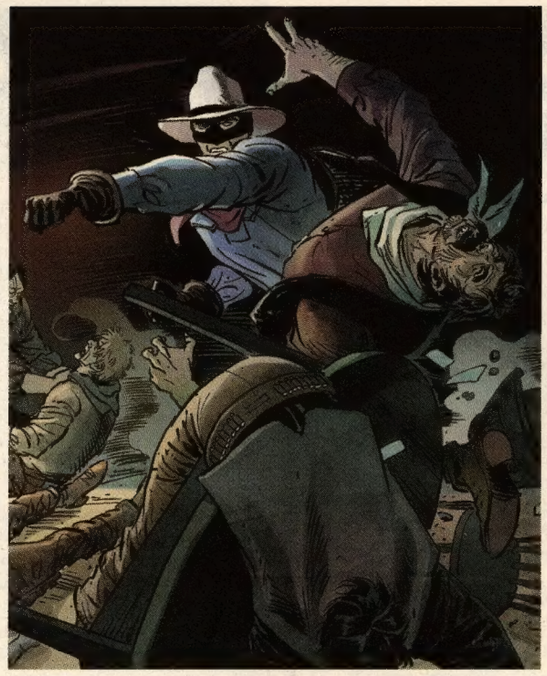
The Lone Ranger's Arrangers

Who'd have thought that a veteran Western hero who's been around long enough to start drawing Social Security would become a 21st Century comic book star? That's just what ***The Lone Ranger*** has done; the first issue went through two printings as well as a director's cut, and other issues have gone back to press to meet the strong demand for *Brett Matthews, John Cassaday, & Sergio Cariello's* reinvention of the archetypal hero.

The origin tale behind them, Dynamite's ***Lone Ranger*** creative team is already looking ahead to the second story arc. So where does the story go now that the basic story elements have been established and the characters have been introduced?

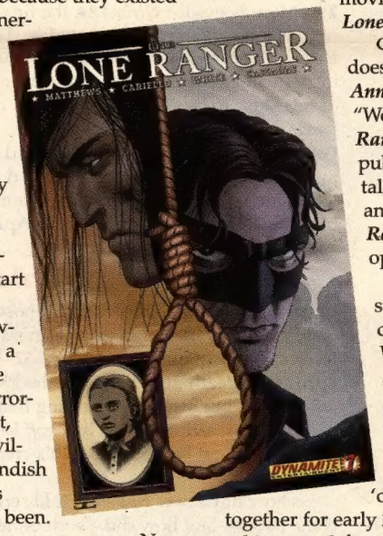
"Forward," writer *Brett Matthews* said. "Issue seven picks up some six months or so after the origin. A lot has happened since we'll get up to speed on, and at the same time, there are things left unresolved. A situation The Ranger—inasmuch as he even is as this point—is working to remedy, trying to find a way to do so. He's still figuring it all out. Just because he knows he's not who he was doesn't mean he knows who he is. It's a process."

Matthews is approaching this classic Western hero tale in a realistic manner, trying to make sure that the masked man is firmly rooted in the changing West of 1869/1870. "This version of The Lone Ranger takes place in a very specific historical period," Matthews said. "It's a transitional Western, the time when cowboys were being pushed into lives they didn't know because of technology and the railroad. The world was becoming more connected, for better and for worse. Native Americans and cavalrymen were no longer killing each other on sight, though there's a lot simmering there."



Don't look for a history lesson in every issue, though. "Like many Westerns, The Lone Ranger is grounded in history but it's an abstract version of it—a reflection." What about the inclusion of real-world historical figures in upcoming storylines? "Not so much. They may occasionally be alluded to, but I have no plans to feature them."

The original ***Lone Ranger***, set in that mythic Western backdrop that was an integral part of American popular culture from the 1930's through the 1960's, rarely touched on social issues of the time. Does Matthews intend to deal with any of the volatile issues so prevalent in the post-Civil War West? "I think we already have, and I don't see that stopping. Which is not to say the book's preachy, just that I'm not going to shy away from those things because they existed back then and still do today. Every generation thinks their issues are unique to them, and it's rarely the case. For as far as we've come, we've got a long way to go.



"As for controversy, you can't do the take on The Lone Ranger we have and have that be something you worry about. I knew that coming in, given where I wanted to take this. The response to the book has been so overwhelmingly positive, I don't plan to start now."

Matthews has no intention of following the costume hero trend of creating a rogues gallery for the hero; nor will he venture into the currently popular horror-Western subgenre. As Matthews sees it, there's only one significant recurring villain for the Lone Ranger. "Butch Cavendish is without question The Lone Ranger's nemesis, and pretty much always has been. That won't change. As for horror fantasy—umm... no. No werewolves. No things that go bump in the night. No aliens. To me, the moment you do that, it's not The Lone Ranger. It's something else."

Will the book continue to feature six-issue story arcs, or will storylines run shorter now that the character's origin has been re-established? "It'll be a mixture of lengths. Whatever is called for to best tell the story at hand, and likely a one shot or two along the way. All this culminating in a very specific, longer arc, though I don't believe we'll see the likes of six issues again. The origin, to me, required that feel and weight, and I'd like to keep it unique to it."

Speaking of short stories—Matthews is also working on a Lone Ranger story for Free Comic Book Day to introduce a larger audience to the relaunched hero. "It's a good primer on who these guys are and what they're about—but at the same time is more all-ages than the book proper, given it's for Free Comic Book Day. I wanted something everyone could just pick up and read, so it's a more classic and iconic feeling story. That said, it's still topical and meant to work on different levels."

Matthews is joined by two talented artists on each issue of ***Lone Ranger:*** *John Cassaday*, who acts as art director of the book as well as its cover illustrator, and *Sergio Cariello*, who supplies the finished visuals. Cassaday summarized his involvement in each issue. "Sergio gets notes on each stage of art production, from thumbnails, pencils and inks. We roll along pretty well with only a few minor bumps in the road."

Is there any chance that Cassaday might find time to fully illustrate an issue in the near future? "No time soon, I'm afraid. Just getting the covers out on time can be tight. But I truly love doing them. Each time I sit down to do a ***Lone Ranger*** cover, it feels like a day off. The masked man is one of my all time favorite characters."

A perusal of Cariello's finished art shows distinctive *Joe Kubert* influences; is there a Kubert connection in the artist's background? "Definitely!" Cariello said. "I've been a big fan of *Joe Kubert's* art since his take on ***Tarzan*** in the 70s. Went to his school in the 80s. Taught seven consecutive years at the Kubert School in the 90s. Was in constant contact with him and often went to his studio to show what I was working on and see what he was working on. Joe always had time for me."

Cariello is flattered that readers might note a Kubert influence in his work. "I consider Joe the master of storytelling. He conveys much with little. He allows the reader to finish the story in his head by not crowding the page with too much information, making everything believable but at the same time iconic and simple."

For Cariello, part of the fun of working on ***Lone Ranger*** is the opportunity to venture into Western territory. "I'm a big fan of Westerns," he said. "Love *Sergio Leone's* films—*Clint Eastwood*'s and *John Wayne*'s as well. The vast landscape, the long shots, the dust, the scratchy, gritty organic feel to those movies are a big influence in how I render the ***Lone Ranger*** series."

Considering the success of ***Lone Ranger,*** does Dynamite have plans for a ***Lone Ranger Annual,*** spinoff miniseries, or oneshots? "We're focused right now on getting the ***Lone Ranger*** series back up and running with #7," publisher *Nick Barrucci* said, "but we have talked about doing something with Tonto and we have had success with our ***Xena*** and ***Red Sonja Annuals***, so these are definitely options we're looking at with ***Lone Ranger.***"

Since this Western series has been so successful for Dynamite, is there any chance that the company might add other Western heroes to its line? "We do actually, and you'll be seeing a *big* announcement coming soon concerning an iconic Western character, from a series of films that are ingrained in the popular culture. So, that's one and we have a couple of other 'classic' characters that we're putting together for early 2008. And, for those fans who have been asking—and those that didn't even know until now they wanted it—we're getting ready with a Zorro series launching later in the year! Hi Yo!" Barrucci said.

Lone Ranger *#7*, a $2.99 comic, is scheduled for June release.

by Cliff Biggers

Courtesy your friendly neighborhood comics outlet!

Comic Shop Newsarama

Produced by Comic Shop News in cooperation with Matt Brady and newsarama.com

Marshall Rogers Passes

Acclaimed artist Marshall Rogers, best known for his stylish depiction of Batman, has died at age 57.

"Marshall was one of the radical young stylists bringing new looks to DC in the '70s, especially with his memorable collaboration with *Steve Englehart* on Batman," DC Comics President & Publisher *Paul Levitz* said. "His debonair smile and charm were every bit as endearing as his art was energetic, and his colleagues at DC are all shocked to have a great artist pass so young."

In addition to his outstanding Batman tales, Rogers also produced memorable artistic runs on ***Mister Miracle*** for DC and ***Dr. Strange*** for Marvel, as well as his such independent titles as ***Coyote, Detectives Inc.,*** and his own stylish ***Cap'n Quick & A Foozle.***

In 2005, Englehart and Rogers reunited for ***Batman: Dark Detective,*** a limited series that followed up on characters and plotlines from their original Batman work.

Drew Hayes Passes

Writer/artist *Drew Hayes*, best known for his work on his sophisticated fantasy project ***Poison Elves,*** died in mid-March from a heart attack that he struck him while he was recovering from pneumonia. Hayes, only thirty-seven years old, began working in comics sixteen years ago with the release of his self-published series ***I, Lusiphur*** (collected in the ***Poison Elves: The Mulehide Years*** trade paperback); the title was eventually changed to ***Poison Elves,*** which ran for seventy-nine issues under the Sirius Comics imprint.

Ins & Outs

Out: ***After the Cape #1,*** which has sold out of a hefty overprinting from Image in less than week. The company is currently evaluating demand to determine if a second printing is needed.

Publisher
Comic Shop News, Inc.

Editors
Cliff Biggers
Ward Batty

©2007 Comic Shop News, Inc. All Rights Reserved

Editorial Office
2770 Carillon Crossing
Marietta, GA 30066
fax (928) 441-5990
cliffbig@comicshopnews.com

Business Office
3577-A Chamblee-Tucker Rd. #215
Atlanta, GA 30341
(770) 939-1364
fax (678) 669-1525
wbatty@csnsider.com

http://www.csnsider.com

In: A third printing for *Brad Meltzer & Ed Benes' **Justice League of America #1;*** this edition will feature a pencils-only version of *Michael Turner's* variant cover art; look for it in mid-April.

In: More pages for ***Girls #24,*** the final issue of the *Luna Brothers* suspense series. The issue will expand to forty pages with no increase in price. "We wanted the conclusion of this story to be special," co-creator *Jonathan Luna* said. "The fate of Pennystown's citizens couldn't be told in just twenty-four pages, so we decided to add more pages to give fans some more bang for their buck." Look for it in April.

Going for the Gold

For a man from the far future, Booster Gold's more immediate future seemed very limited after his apparent death in *52*—but apparently death didn't become the PR-savvy hero, because he's returning this summer in a new series written by *Geoff Johns & Jeff Katz* with art by Booster Gold's creator, *Dan Jurgens.*

So how did a new ***Booster Gold*** series come about—and how did a comics newcomer like Katz become involved? The co-writer explained. "I'm currently an executive at New Line and have been involved in projects like ***Freddy vs. Jason, Snakes on a Plane,*** and a film called ***Shoot 'em Up*** coming out in September with *Clive Owen.* I'm basically, a life-long DC freak. I literally learned to read with DC Comics...

"Because of the benefit of my current job, I've been able to meet and have relationships with a lot of top comic guys, and Geoff was one of the first guys I met in comics... Geoff knew was interested in writing for DC, and I had done a quick little thing that was in an Image anthology; I've been on DC properties here at New Line, and so the timing all just worked out. It was fate at a certain level, I suppose."

It was *Geoff Johns* who played a vital role in the launch of a new ***Booster Gold*** series.

"I've liked Booster Gold since I read his series back in the '80s. He was a great character, and one of the ones I really gravitated towards when I was first reading comic books, and in *52,* I just *loved* writing him. He's a really unique character who's been through a ton of stuff. He continued being one of my favorite characters, even when everyone was calling him out and thinking that he was a big jerk, when he's actually the greatest hero in *52* at the end of the day. Actually, by far, he's the greatest hero at the end of *52*.

"I just loved the idea that this guy, who had a reputation that he was desperate to overcome, but through circumstances—a little like the Thing over at Marvel, through circumstances and his own fault—he always ended up looking like a jerk, or doing something heroic when nobody was around to see it. So I started getting more and more ideas about him as a character and where he would go after *52,* and what his role in the DC Universe would be, and I really wanted to explore that. I started working on some ideas, and that was where Jeff came into the picture.

"We started throwing ideas back and forth, and after a little bit, it just made sense that we do this together. We spitballed from there on what we would like to see in a ***Booster Gold*** book, and how we could make him different from the rest of the characters in the DC Universe, and how could we also keep everything that made Booster such a great character in the beginning, and also progressed him into his next evolution within the DC Universe—and that last part is why Dan's on board as well.

"But with Booster, the fun part about it is that you're talking about a guy who's secret identity is essentially being an idiot. He has to keep up that illusion, even though he can't stand it, in order to be the most unsuspected hero in the DC Universe. Just like Rip Hunter created an identity for himself, Booster Gold kind of has the same thing going on."

Jurgens was glad to be involved with the ***Booster Gold*** relaunch—although he was a bit surprised when he heard that his creation would star in a new solo series. "*Mike Siglain,* who's editing the book called me up and said, 'Just sit down and listen for a while – I want to throw something at you.' He threw the pitch at me, and it was attractive not only because it was Booster Gold, but thematically, the stuff it's going to deal with in terms of Rip Hunter and time travel were also things that I enjoyed doing in the DCU even after I got done doing Booster in the first place... some of that stuff I did through ***Superman*** and ***Zero Hour*** and other places.

"So thematically, just aside from the fact that it was that particular character, it also attracted me because of what the book is going to be about for the first couple of years.

Both Katz and Johns were thrilled to be working with veteran creator Jurgens. "Dan's going to absolutely hate hearing this, but I've got to say it anyway," Katz said. "I've practically grown up reading his work..."

"I got into comics late, compared to some people my age," Johns added, "but when I was getting into them in the mid to late '80s...Dan, I hate to say it too, but you were *the guy*. Half the books I bought back then, you had something to do with them!"

Jurgens has followed Booster Gold's exploits in the past couple of years, and has been pleased with what he's seen. "I thought all of the Booster stories in the build up to ***Crisis*** and then in *52* have made a lot of sense for the character, as well as a lot of what came before that. Where I think writers get Booster wrong is when they make him an idiot. He's a very smart guy, but what he is is a guy who has the best of intentions to do it all better, but somehow, something always goes wrong. Booster's like that, and also, something always gets in his way.

"*Geoff Johns* and I were talking the other day, and I was saying that Booster's problem is that if a place is going to crash, he's going to go and save the plane, and nobody will die, but part of the problem will be that he'll call the press just to make sure they're there to film it, and because he gets there a little late, the tip of the wing might clip the side of a building, and wreck someone's office, etc, etc, so things aren't always as clean as they would be if he were Superman. He does have that profit motive, but part of that is character rehabilitation for him, because it all started out with him screwing up when he was young anyway. He's one of these guys who things just don't end up cleanly for him, and I thought everyone was very consistent with that approach in *52*."

"I always go back to the comparisons to the Thing," Johns added. "The interesting thing with him is that Ben Grimm always has this stroke of bad luck at the worst time, and he gives into it a little bit. Booster's a little bit the opposite – he tries to make the best out of bad situations, and he will end up being his own worst enemy at times. At least he used to be.

"'It's like a scene from the movie ***Ed Wood,***" Katz said. "*Johnny Depp*'s on the phone with the studio head, and the studio head tell shim that the movie he just gave him is the worst movie that he ever saw. And Ed Wood's entire response is a giant smile and saying, 'Well my next one will be better!'

"Booster's kind of that kind of guy. He tries very hard. Geoff and I made the analogy that in some ways, Booster is like that guy who's just out of college for a year or two, and is finally getting his feet on the ground and realizing what real life is and is ready to step up and accept what responsibility it, and is ready to take on life, only to realize that life isn't *quite* the way he expects it to be."

"Exactly," Johns affirmed. "Even though at this point in his life and career, he should be a member of the Justice League, and should have all the accolades, because he's starting to be as altruistic as he can, certain things that are in the series will prevent him from doing that."

Where does the series pick up, and what's the focus of the first story arc? "I don't want to spoil too much, because of *52* coming to an end, but I'll just say that it's firmly entrenched in the DC Universe, as far as time-travel goes," Johns said. "We can go anywhere, and anywhen. And in a way, it's a link between *52* and ***Countdown***—but more than that, it's the journey of Booster Gold and too his next evolution."

Comic Shop News

"One of our real missions with this series," Katz explained, "is to give Booster a niche and a role in the fabric of the DCU where even years down the line when big events hit, he's going to have a logical reason to be there. They've done such a great job of elevating him through the last couple of years, and putting him through this hell to the point now where everyone is hungry to see him step up…he's going to do that, but it's going to be in a way that will surprise some people and make the book fun.

"It will be in a way that only Booster Gold can do it, and that's the goal of this book," Johns said. "One thing I never liked when Firestorm lost Professor Stein, and just became Ronnie Raymond with powers—he just became another superhero. He lost what made him special. Booster Gold has something that's incredibly special to him – that's what we're going to explore. And he does, as Jeff said, have a niche that he'll be firmly entrenched in by the time the book gets going. He does have a definite purpose in the DCU, and that's really to play time cop in a sense."

Don't expect any visuals redesigns for Booster Gold. "My own take is that Booster probably has to be in the same costume because of the micro-weave circuitry," Jurgens said. "It's always been my general idea that Booster Gold could not easily change his costume in this century, because the technology does not exist to adequately replace it.

"That's been touched upon at various times in the Justice League as to whether it could or couldn't, but if you're picking up components form the future to bring back to this time to give you powers, I don't think that technology is easily replaced. That doesn't mean he can't go somewhere and do it, it just means that he can't go into Home Depot and get the stuff he needs right now."

"There's still a lot of stuff with Booster's equipment that can be explored," Johns added, "and Dan has a lot of that backstory in his head that he's never had a chance to really play with." While none of the creators would give many details about that backstory, Johns added that "I *will* say that the second issue is Booster forced to team up with Sinestro when he was a Green Lantern... and Sinestro is the most egotistical jackass Booster's ever met, next to himself, of course…"

"The first arc, '52 Pick-Up,' plays off the end of *52*, dealing with Booster playing with the major characters of the DC Universe, and pieces of their respective pasts. One thing about Booster Gold is that he knows their futures and their pasts, so when he meets up with Sinestro, for example, Sinestro says, 'Oh, you're from the future? You've heard of Sinestro, I'm sure.' Booster can only give an 'Oh yeah, we've heard of you.' So you get to play off all of this fun stuff, because you're with Booster Gold the whole time. The reader *is* Booster Gold, and that's going to be part of the fun."

"If you're a DC fan, it's a trip through a lot of fun areas and corners of the DC Universe," Katz added.

And what about Booster's constant companion, Skeets, whose behavior was less than amiable in *52*? "I feel Skeets is an important part of the whole Booster Gold picture, and so does Jeff, and Dan, who created him…so you'll have to wait and see," Johns said.

Booster Gold is slated for mid-summer release.

Ultimate-ly An Ending!

At long last, ***Ultimates 2 #13***, the final issue by *Mark Millar, Bryan Hitch, & Paul Neary*, is completed! While Hitch had posted that his pencil work was completed in mid-December, recent statements by *Joe Quesada* and others on the convention circuit had left fans wondering what was causing further delays.

As it turns out, one significant contributor to the delay is the eight-page gatefold that is a part of the forty-six-page story. *Bryan Hitch* explained to ***Comic Shop Newsarama's*** *Matt Brady* what other factors led to the five-month lag between finished pencils and published book.

"I *did* finish the pencils last December... inking was begun later in January as *Paul [Neary]* was finishing his inking on ***Wisdom***...

"It hasn't taken a long time for any of the processes in particular. I pencilled the forty-six story pages in around nine weeks, faster than I've worked on almost any issue of ***Ultimates***—and with Paul starting mid-January, it's taken him around the same time. This also includes the massive eight-page spread from the issue, too.

"Normally there would be a large overlap with Paul starting a few days behind me and finishing likewise. It didn't happen this time, with Paul starting after I'd finished due to his inking ***Wisdom*** and then being sick..."

"One of the other factors too, apparently, is the printing and insertion of the eight-page spread which requires much more lead time to produce at the printers than was initially supposed. Even though the issue is pretty much ready for press next week it's going to take about six weeks to print and ship due to these restrictions, I'm told..."

"As Marvel will attest, everybody is working very hard to evaluate all that contributed to the sporadic production schedule on ***Ultimates*** and ensure it doesn't happen going forward on our new project..."

Ultimates 2 #13 should reach comic shops on May 2nd.

Coming Comics— Marvel in June

Spider-Man's hunt for the man who shot Aunt May... and for the mastermind behind that action... is at the forefront of *J. Michael Straczynski & Ron Garney's* ***Amazing Spider-Man #542***, the penultimate installment of "Back in Black." This is Spider-Man at his darkest hour!

Now that ***Annihilation*** is over, what's next for Nova, Peter Quill, and Quasar? What are Ronan's plans for the once-mighty Kree Empire? Which cosmic characters of the past are about to return? Who is the new hero approaching on the horizon? And what is the new threat that no one suspects? You'll begin to find out in ***Annihilation: Prologue*** by *Dan Abnett, Andy Lanning, & Mike Perkins.*

A reprint of *Stan Lee & Jack Kirby's* ***Avengers #1*** is supplemented with a pair of new backup tales set in the same time period in ***Avengers Classic #1***, the first issue of an ongoing series featuring classic reprints and new backup stories.

How has the Avengers roster divided in the wake of *Civil War*? What are the full

Continued on page 6

WORLD WAR HULK #1

Greg Pak • John Romita Jr.

Covers by David Finch

Series Variant Covers by John Romita Jr.

A Five Issue Limited Series • June 2007

MARVEL®
YOUR UNIVERSE

TM & © 2007 Marvel Characters, Inc. All rights reserved.

WORLD WAR
III

capabilities of Iron Man's armor? Who is the mysterious new Ronin? Why does the Black Widow look so young? Find out the answers to these and many other questions in ***Avengers Handbook Featuring the Mighty Avengers.***

War Machine makes an appearance in ***Avengers: The Initiative #3*** by *Dan Slott & Stefano Caselli* (and in case you've forgotten—this initially-announced miniseries has been upgraded to ongoing even before its first issue launch). So what's War Machine's mission? He and his assault team are on the hunt for the unregistered Spider-Man! And just wait until you see the Initiative's all-new Black Ops Unit!...

Marvel just can't give peace a chance, can they? ***World War Hulk,*** a five-issue limited series, launches in June courtesy of *Greg Pak & John Romita Jr.* Exiled by a group of Marvel "heroes" to the savage alien planet of Sakaar, the Hulk battled his way through the pages of last year's "Planet Hulk" saga, rising from slave to gladiator to king. Now he returns to Earth to wreak his terrible vengeance on Iron Man, Reed Richards, Dr. Strange and Black Bolt—and anyone else who gets in his way. Stronger than ever, accompanied by his monstrous Warbound gladiator allies, and possessed by the fiercest and purest rage imaginable, the Hulk may pose the biggest threat the Earth has ever faced!

The New Fantastic Four just made a wrong turn on the dimensional super highway -- and they've landed in the middle of Zombie-verse! And if that weren't bad enough, they've landed on that universe's Skrull Planet! If the Black Panther, Storm, the Human Torch and the Thing can't come up with the perfect escape plan, they're going to be the next hors d'ouevre for Zombie Galacti and Zombie Skrulls intent on eating the entire universe! See what happens next in ***Black Panther #29*** by *Reginald Hudlin & Francis Portela,* with a zombiefied cover by *Arthur Suydam.*

"Death of a Dream" continues in ***Captain America #27*** by *Ed Brubaker, Steve Epting, & Mike Perkins.* So what does the future hold for the nation's most iconic hero? All Marvel is telling us is that "nothing is what it seems... not even this issue's cover!"

Zeb Wells & Carmine Di Giandomenico take a look at Matt Murdock's father and his efforts to reclaim his integrity in ***Daredevil: Battlin' Jack Murdock,*** a four-issue limited series.

After several months recuperation, *Chris Claremont* is back in action, joining *Clayton Henry* on ***Exiles #95.*** When the team comes back from a mission that couldn't have turned out more bizarre, they find Heather missing and the Crystal Palace void of any signs of life. But where did the Exiles' trusted arm-chair general disappear to?

The Wizard has come all the way to Saturn's moon Titan to get revenge on his greatest enemy, but Reed Richards is more concerned with the message encoded in a strange artifact. Meanwhile, the current FF deal with the aftermath of their battle with the Marvel Zombies in ***Fantastic Four #547*** by *Dwayne McDuffie & Paul Pelletier.*

Think the Hulk is the only threat the Marvelverse is facing? Wait 'til you see Reed & Sue's son in action in ***Franklin Richards: World Be Warned,*** an offbeat all-ages charmer by *Marc Sumerak & Chris Eliopoulos.*

The Ghost Rider may not have thought it was a good idea, but Johnny Blaze decided to try to help the people of New York... by tackling the Hulk head-on! Was this the worst decision of Johnny Blaze's life? Find out in "Apocalypse Soon," a two-parter that begins in ***Ghost Rider #12.***

Hedge Knight II: Sworn Sword, *Ben Avery & Mike S. Miller's* adaptation of *George R.R. Martin's* tale originally slated for April release, has been rescheduled to debut in June.

The Heroes for Hire return to New York just in time to take on the Hulk in ***Heroes for Hire #11*** by *Zeb Wells & Clay Mann.*

The Illuminati called the Hulk a monster and shot him into space. But Amadeus Cho, the boy genius who took on Reed Richards in ***Incredible Hulk #100,*** calls the Hulk a hero—and prepares for his return. With just his big brain, a lot of guts and a few billion dollars stolen from Warren Worthington III, Cho tackles the insane task of building a team of heroes willing to side with the Hulk against the rest of the Marvel Universe. See the fruit of his labors in ***Incredible Hulk #107*** by *Greg Pak & Gary Frank.*

The Hulk is coming back to Earth in search of revenge, and Iron Man's on his list. Can Tony Stark's space defenses even slow down the green giant? What special armor will Iron Man don against the ultimate opponent? Find out in ***Iron Man #19*** by *Christos Gage & Butch Guice.*

Satan's daughter stars in ***Legion of Monsters: Satana,*** a oneshot by *Robin Furth & Kalman Adrasofszky.* And if you need even more spooky stars, there's also a Living Mummy backup story!

Marvel's new line of classic adaptations continues with ***Marvel Illustrated: Treasure Island #1,*** the kickoff book in a six-part series by *Roy Tomas & Mario Gully* adapting the *Robert Louis Stevenson* novel.

Ash and his motley crew head to Latveria in ***Marvel Zombies Vs. Army of Darkness #4*** by *John Layman & Fabiano Neves.* Will they face certain Doom?... oh, yeah!...

The Sentry's life is changed forever in ***Mighty Avengers #4*** by *Brian Bendis & Frank Co.* And if that's not enough to pique your interest, howsabout this: the Avengers are faced with the power of the new Iron Man unleashed!

Ms. Marvel vs. Wonder Man -- at M.O.D.O.K.'s command! She might want to date him -- but can she stop him from killing her? Find out in ***Ms. Marvel #16*** by *Brian Reed & Aaron Lopresti.*

Paul Jenkins & Paolo Rivera blend the origins of Marvel's most famous hero in ***Mythos: Spider-Man,*** a standalone tale that draws on both comics and film to create a unified origin tale.

If the stunning (and very familiar) cover for ***New Avengers #31*** isn't enough to draw you in, Marvel promises that the end of this *Brian Bendis-Leinil Francis Yu* tale will feature "the most important last page of any Marvel comic this year."

Louise Simonson, David Sexton, Steve Scott, & Eric Nguyen kick off a summertime magic event with the release of ***Mystic Arcana: Magik.*** The central figure is Ian McNee, defeated by Stephen Strange in his quest to become the Sorcerer Supreme. Now a collector of magical and bizarre artifacts, he's on a dangerous quest for four items that he thinks will keep a crazed Ancient Egyptian Priest from resurrection. This issue, the object is the Sword of Bone, and we finally discover the story of what really happened when Magik traveled to Ancient Egypt and met Storm's descendant. Plus, McNee comes face-to-face with the sword's guardian in a special ten-page backup story.

Kevin Grevioux & Paco Medina relaunch the ***New Warriors*** in June, complete with a strong Initiative tie-in. Someone is gift-wrapping super-villains for the police. Someone is defacing Superhuman Registration posters. Someone is raising eyebrows all around town, from City Hall to Tony Stark's war chamber. And the only clue to their identity? Two spray-painted letters: N.W.

Nova's return to Earth continues in *Dan Abnett, Andy Lanning, & Sean Chen's* ***Nova #3***—with guest-stars the Thunderbolts! Iron Man has given Richard Rider 24 hours to decide whether he'll join the Initiative —but the Thunderbolts say his time is up!

Michael Oeming & Scott Kolins introduce the new Guardian in ***Omega Flight #3.***

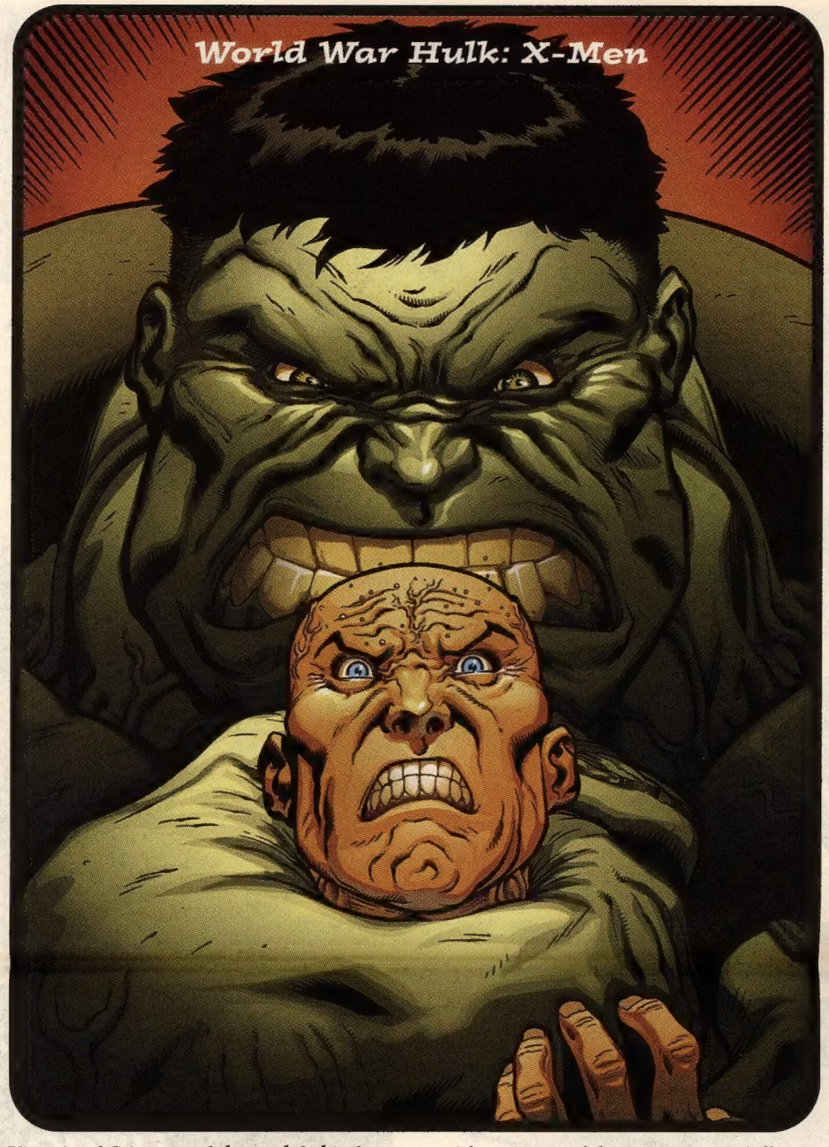
Young people are disappearing in the night and waking up dead... in costumes. Homicide detectives Christian Walker has a new partner and no leads—but does his former partner Deena Pilgrim have a connection to the case? Find out in ***Powers #27*** by *Brian Bendis & Michael Avon Oeming.*

He used to be one of Peter Parker's most vicious foes: Venom. Now Eddie Brock is weak and powerless. But fortune has smiled on Mr. Brock, putting him in the right place at the right time: The same hospital where May Parker is fighting for her life. Will Eddie have one final chance to destroy the man he blames for all his life's woes? Find out in "The Last Temptation of Eddie Brock," a two-parter by *Roberto Aguirre-Sacasa & Lee Weeks* that begins in ***Sensational Spider-Man #38.***

Namor returns in his own limited series in June, courtesy of *Matt Chernis, Peter Johnson, & Phil Briones.* As ***Sub-Mariner #1*** begins, a horrendous terrorist attack has struck the U.S., and all clues point to an Atlantean sleeper cell. Now, Namor finds himself in S.H.I.E.L.D.'s crosshairs. But is Namor to blame? Or is this merely the first strike orchestrated by those within Atlantis who would see Namor stripped of his title and his kingdom?

The arrival of the Silver Surfer on Earth triggers worldwide panic in ***Ultimate Fantastic Four #43*** by *Mike Carey & Pasqual Ferry.* The Surfer claims he has only our best interest at heart, but can you believe anything an alien riding a surfboard tells you?

Mark Bagley ends his record-setting run on ***Ultimate Spider-Man #110,*** which is also the finale to his and *Brian Bendis's* "Ultimate Knights" story arc. Find out the fate of the



Kingpin of Crime—and the truth behind Daredevil's secret—in this issue.

Nightcrawler takes on his former teammates in ***Ultimate X-Men #83*** by *Robert Kirkman & Pascal Alixe.*

Witness Marvel's next war from the human point of view in ***World War Hulk: Front Line #1,*** by *Paul Jenkins & Ramon Bachs.* The Green Goliath has returned to Earth on a collision course with some of Marvel's mightiest heroes...so what does that mean for the ordinary people caught in the crossfire? Ben Urich and Sally Floyd—fresh from their appearance in ***Civil War: Front Line***—pound the pavement to uncover the story behind the story!

When the Illuminati voted to shoot the Hulk into space, Professor X wasn't there...but the Hulk just found out he was supposed to be. So he shows up at the Xavier Institute to ask a few pointed questions, Hulk style. See the results of this not-so-friendly meeting in ***World War Hulk: X-Men,*** a three-issue miniseries by *Christos Gage & Andrea DiVito.*

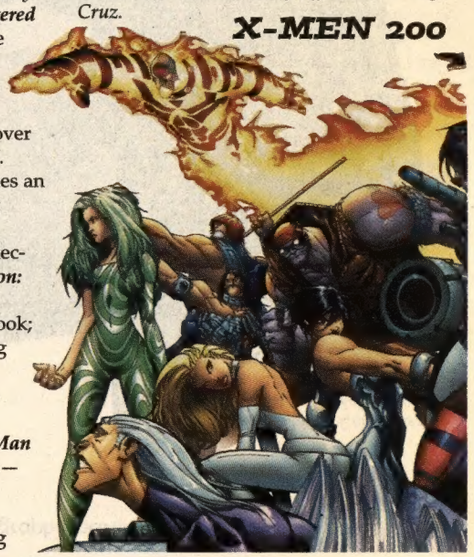
The X-Men face meltdown from within and from without in *Mike Carey & Chris Bachalo's* ***X-Men #200***... and their leader, Rogue, faces something worse. Meanwhile a mysterious strike force is taking out the few remaining mutants one by one, with ruthless efficiency. But who is the ultimate target?

After a successful miniseries run, *Jeff Parker & Roger Cruz's* ***X-Men: First Class*** graduates to ongoing status in June. In the first issue, Professor Xavier enlists the world's top female hero—Sue Storm, The Invisible Girl—to serve as a role model for Marvel Girl.

Did Wanda's powerful cry of "no more mutants!" decree an end to any mutant offspring? That's the question that *Mike Carey & Scot Eaton* explore in ***X-Men: Endangered Species,*** a oneshot that explores the fate of the entire mutant race.

Marvel collected editions include:

- ***Anita Blake, Vampire Hunter—Guilty Pleasures Volume One,*** a hardcover collection of the adaptation of *Laurell K. Hamilton's* novel—and this book includes an original Hamilton short story featuring Anita and Dolph;
- ***Annihilation Book 3,*** a hardcover collection of ***Annihilation #s 1-6, Annihilation: Heralds of Galactus #s 1 & 2,*** and the ***Annihilation: Nova Corps Files*** handbook;
- ***Civil War: Marvel Universe,*** collecting ***Civil War: Choosing Sides, Civil War: The Return, She-Hulk #8, & Civil War: The Initiative;***
- ***Civil War: Iron Man,*** collecting ***Iron Man #s 13 & 14, Iron Man/Captain America—Casualties of War,*** and ***Civil War: The Confession;***
- ***Civil War: Marvel Universe,*** collecting ***Civil War: Choosing Sides, Civil War: The Return, She-Hulk #8, & Civil War: The Initiative;***
- ***Essential Marvel Two-In-One Volume Two,*** reprinting more Thing team-up tales from ***Marvel Two-In-One #s 26-52 & Annual #s 2 & 3;***
- ***Essential Silver Surfer Volume Two,*** collecting ***Silver Surfer (1982) #1, Silver Surfer (1987) #s 1-18 & Annual #1,*** and ***Marvel Fanfare #51;***
- ***Fantastic Four Omnibus Volume Two,*** a hefty hardcover collecting ***FF #s 31-60 & Annual #s 2-4,*** complete with critical essays on the Lee/Kirby collaboration and bonus features a-plenty;
- ***Fantastic Four/Inhumans,*** collecting ***Inhumans #s 1-4*** from 2000 and ***FF #s 51-54;***
- ***Fantastic Four Visionaries: John Byrne Volume Seven,*** collecting ***FF #s 285-286 & Annual #19, Avengers #263 & Annual #14,*** and ***X-Factor #1;***
- ***Hulk: Planet Hulk,*** a hardcover compilation of ***Incredible Hulk #s 92-105, GIant-Size Hulk #1,*** and the "Mastermind Excello story from ***Amazing Fantasy v2 #15;***
- ***Irredeemable Ant-Man Volume One,*** a digest-sized compilation of the first six issues of *Robert Kirkman & Phil Hester's* irreverent superhero series;
- ***Killraven Premiere HC,*** collecting the *Alan Davis* miniseries;
- ***Marvel Adventures: The Avengers Volume Three—Bizarre Adventures,*** collecting #s 9-12 in digest format;
- ***Marvel Masterworks: The Sub-Mariner Volume Two,*** collecting Namor adventures from ***Tales to Astonish #s 88-101, Iron Man & Sub-Mariner #1,*** and ***Sub-Mariner #1;***
- ***Seventh Shrine,*** The illustrated adaptation of *Robert Silverberg's* novella;
- ***Thunderbolts: Guardian Protocols,*** collecting ***Thunderbolts #s 106-109;***
- ***Ultimate Fantastic Four Volume 3 HC,*** collecting ***Ultimate FF #s 21-32;***
- ***Ultimate Fantastic Four Volume Eight: Devils,*** collecting ***Ultimate Ff #s 39-41 & Annual #2;***
- ***Ultimates 2 Volume 2: Grand Theft America,*** collecting #s 7-13 of the long-delayed *Mark Millar-Bryan Hitch* series;
- ***What If?: Event Horizon,*** collecting the ***What If?*** oneshots from late 2006;
- ***Wolverine: Blood & Sorrow,*** collecting ***Wolverine #s 41 & 49, Giant-Size Wolverine #1,*** and ***X-Men Unlimited #12;*** and
- ***X-Men: First Class,*** a hardcover collection of the flashback series by *Jeff Parker & Roger Cruz.*



BATMAN™ BLACK and WHITE STATUE

BURSTING from the pages of the **BATMAN BLACK AND WHITE** graphic novels

Designed by
JIM LEE

LIMITED EDITION, HAND-PAINTED, COLD-CAST PORCELAIN STATUE

DC DIRECT™

Authentic Collectibles Direct from the Source!

Sculpted by
ERICK SOSA

Also Available:

Batman Black and White Vol. 1

Batman Black and White Vol. 2

Measures approximately
4.5" tall x 7" wide x 4.75" deep

In Stores NOVEMBER 2007

ORDER YOURS TODAY!
COLLECT THE ENTIRE SERIES

VISIT DCDIRECTONLINE.COM FOR A COMPLETE CATALOG OF ACTION FIGURES, COLLECTIBLES AND MORE!

Call 1-888-COMIC BOOK or visit www.dccomics.com to locate your nearest comics shop.

Batman and all related characters and elements are TM and © DC COMICS. All Rights Reserved. Product may vary from image shown.
(S07)